You are Jean Lafayette, the Bringer of Justice, the Hero of the People, the Silver Crusader! By day you are a mild-mannered newspaper reporter, but when duty calls you walk the streets on the lookout for trouble, ready to risk your life to save others – a superhero!

Following your capture of Vladimir Utoshski, the Titanium Cyborg, (see *Appointment With F.E.A.R.)* life on the streets of Titan City reverted to its normal quiet way, with only the occasional armed robbery or mugging here and there to occupy you. However, this uneasy peace did not last too long!

It started at noon two days ago. Without warning, the entire radio and television network was cut off by a strange, unexplainable force that left technicians and officials baffled. People began rushing out into the streets in panic, anxious to know what was going on. Amidst all the noise and confusion it took some time before people realised that the electricity had gone as well – the entire city was without power! Gradually, though, the power returned to the city, and the radios and televisions suddenly switched back on as if nothing had happened. But something definitely had; while you bent your head over the masses of paperwork on your desk that afternoon your mind was racing over possible explanations – and culprits!

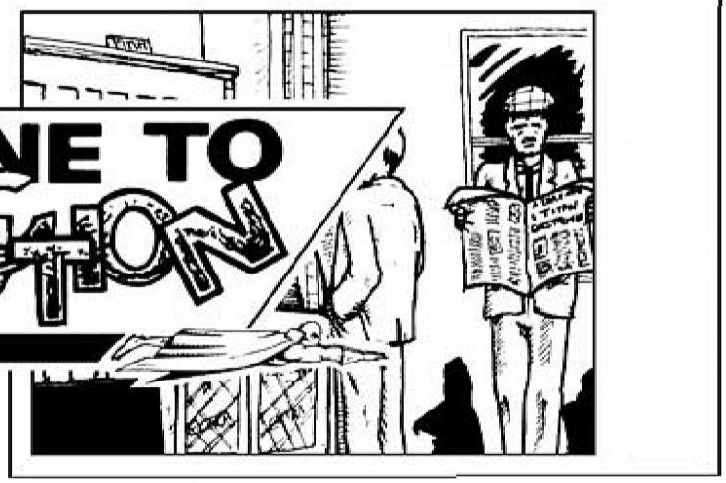
Yesterday, again at noon, there was another power cut! This time, however, the television and radio network continued to work – for a reason. On every screen across the city there appeared a burly, black-clad figure, his face hidden by a metal helmet. In a short but extremely arrogant speech this man, who called himself the Dynamo, called upon all world leaders to resign their positions to him, or feel the real strength of his powers. As an example, he declared, he would destroy Titan City a week from today!

Somehow, somewhere, you must find and stop the Dynamo before his threat turns into reality. This is a job for the Silver Crusader!

INTRODUCTION

In *Deadline to Destruction* you are the Silver Crusader, a superhero blessed with unusual powers, dedicated to saving the citizens of Titan City from crime. Your mission is to find and stop the Dynamo before he can destroy the city. As you go about your unenviable task, however, you may also come across other super villains committing more mundane crimes.

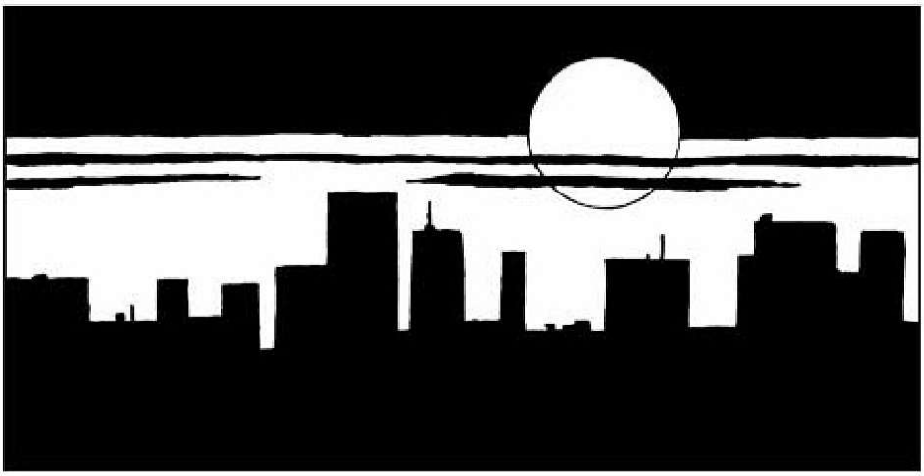
DEADLINE TO DESTRUCTION



A SCINTILLATING SUPERHERO SOLO ADVENTURE

BY GAVIN SHUTE

Illustrations by David Stevens



You begin the adventure with a choice of one of four super powers, which you must choose before you start play. You are also equipped with a Crimewatch, which keeps you in constant touch with Gerry the Grass, your friend and underworld contact, who will alert you to crimes even before they are committed!

First of all, grab a pencil, eraser and two dice. We are going to create the character of the Silver Crusader by rolling for your SKILL, STAMINA and LUCK scores. There is an adventure sheet here on which you should write all the details of the game.

SKILL: This reflects your fighting and

ADVENTURE SHEET

SKILL *Initial* *Skill=*	STAMINA *Initial* *Stamina=*	LUCK *Initial* *Luck=*	▲ VILLAIN ENCOUNTER BOXES		
			Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
CLUES	SUPER POWER *Super Strength* *Psi-Powers* *Energy Blast* *ETS*		*Skill=* *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
	HERO POINTS		*Skill=* *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
			Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

problem-solving skills. Roll one die; add 6 to this number and enter the total in the SKILL box of your Adventure Sheet.

STAMINA: Your general health and fitness, your determination and your will to survive are all reflected in this score. Roll two dice; add 12 to the number rolled and write in the appropriate box on your sheet.

LUCK: This simply indicates how naturally lucky you are. Roll one die, add 6 to the number and record it on your *Adventure Sheet*.

As you'll soon see, your SKILL, STAMINA and LUCK scores will change constantly during our adventure. You should keep accurate records of these scores, and for this reason you are advised to write small in the boxes or keep an eraser handy! However, you must never rub out your *Initial* scores. You may be awarded additional points to your scores, but these must never exceed your *Initial* scores.

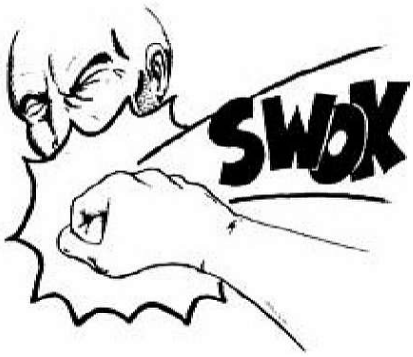
Fighting Super-Villains

You may come across paragraphs in the adventure which instruct you to fight a villain of some sort. You should resolve the battle in the following way:

First record the villains SKILL and STAMINA in the first vacant 'Villain Encounter Box' on your *Adventure Sheet*. The scores for each villain are given in the book each time you have an encounter.

Unlike other Fighting Fantasy adventures, you may not *kill* the criminals you are fighting! As a sworn upholder of truth and justice and all that sort of stuff, you may not take the life of a super-villain, no matter how evil he or she may be. But *they* will be attempting to kill *you!* If you manage to reduce the STAMINA of your opponent to zero, you have killed him and must lose 1 Hero Point as a result. When a criminal has been reduced to 1 or 2 STAMINA points he will surrender himself to you. The sequence of combat goes as follows:

1. Roll two dice for the criminal. Add his SKILL. This total is the criminal's Attack Strength.
2. Roll two dice once for yourself. Add your own current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than his, you have landed a blow; proceed to *Step 4*. If the criminal's Attack Strength is higher than yours, he has landed a blow on you; proceed to *Step 5*. If both Attack Strengths are equal, you have avoided each other's blows; start the next Attack Round from *Step 1* again.
4. You have landed a blow on your opponent, so subtract 2 points from his STAMINA score. You may use your LUCK here to do additional damage – see later.



5. The criminal has landed a blow on you, so subtract 2 points from your STAMINA score. Again, you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the criminal's or your own STAMINA scores, and to your LUCK score if you used LUCK.
7. Begin the next Attack Round (repeat steps 1–6). This sequence continues until the STAMINA score of the criminal has been reduced to 2 or less, or your own STAMINA has been reduced to zero. A criminal with STAMINA of 2 or 1 is semi-conscious and will give himself up. A STAMINA score of zero (for you or the criminal) is equivalent to death. If you kill a criminal, you must lose 1 Hero Point, so be careful about this and use your LUCK when appropriate.

Luck and Its Uses

At various times during your adventure, either in battles or when you come across situations in which you could either be *Lucky* or *Unlucky* (details of these will be given in the encounter itself), you may call on your luck for help to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are *Unlucky* the results could be disastrous.

TESTING YOUR LUCK. Roll two dice. If the number rolled is equal to, or less than, your current LUCK score, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky, and you will be penalised.

Each time you *Test Your Luck* you must subtract one point from your current LUCK score. You will soon realise that the more you rely on your LUCK the more risky your task will be.

USING LUCK IN BATTLES: You now know how to *Test Your Luck*. However, in battles you always have the option of using LUCK either to inflict a more serious wound on a criminal you have just hit, or to minimise the effects of a wound the criminal has just inflicted on you.

If you have just landed a blow on your opponent, you may *Test Your Luck* as described above. If you are Lucky, you have landed a severe blow and may subtract an extra 2 points from the criminal's STAMINA score. If you are Unlucky, however, the blow glanced off and it only did one point of damage to the criminal lie, give him a point back).

If the criminal has just hit you, you may *Test Your Luck* to try and minimise the effects. If you are *Lucky*, you have managed to avoid the full force of the blow. Restore 1 point of STAMINA (instead of losing 2 points you lose only 1). If you are *Unlucky*, you have taken a more serious blow and must subtract 1 extra STAMINA point from your score (i.e. 3 instead of 2).

Don't forget that each time you *Test Your Luck you* must subtract 1 point from your own LUCK score!

Restoring Skill, Stamina & Luck

Instructions for restoring your characteristics through rest or healing will be given in the paragraphs as appropriate. There are no special healing potions in this game!

Hero Points

As you defeat super-villains and solve crimes, you will be awarded Hero Points, which should be recorded on your *Adventure Sheet*. They have little to do with your main objective, which is, of course, to locate and stop the Dynamo, but they are a measure of how successful you have been in your adventure. As you will find, if you play the game again with a different super power, the solution to the adventure will be different so you can rate your own performances with each of the four powers.

Superpowers

Before you start your adventure, you should choose which of the four super powers to start with. You will also start the game with 2 clues. After you have chosen your power, but before you turn to reference 1 to start

your adventure, choose your super power, locate and read the clues and enter the information on your Adventure Sheet.

SUPER STRENGTH: You have the strength of many men. The muscles of your immensely powerful arms and legs bulge through the fabric of your costume. They are developed to the point of perfection and, in combat, you always fight with a SKILL of ***13***. You also have the power to fly through the air at any speed you wish. This allows you to hover above the ground or to chase and catch up with the fastest jet.

You may choose two clues from the following: **46** **98** **109**.

PSI-POWERS: You have extraordinary mental abilities. You are able to reach into the thoughts of most other humans land some animals) to read their minds and influence them. You also have limited powers to make objects move, and even to change their very nature. However, using these powers of yours is strenuous; each time you use your *Psi-Power* you must deduct 2 STAMINA points.

You may choose two clues from the following: **109** **125** **98**.

ENHANCED TECHNOLOGICAL SKILL (ETS): Your considerable intelligence has allowed you to develop a whole collection of hi-tech gadgetry. Through advanced micro-circuitry designs, you have been able to miniaturise most of these gadgets so that they fit conveniently into a special Accessory Belt worn around your waist. Whatever the situation, you are usually fortunate enough to have something appropriate to use.

You may choose two clues from the following: **98** **183** **125**.

ENERGY BLAST You are able to summon up electrostatic energy from within your own body and channel it out through your fingertips. You can aim these Energy Bolts at adversaries or objects and your control is such that you know – before you aim – just how much power to use. You have taken an oath, though, that you will only ever stun humans, no matter how villainous they may be.

When using *Energy Blast,* you need only determine whether or not your aim is true; if you hit a human opponent, the effect will be an automatic stun. Test your aim by rolling two dice. If the result is less than or equal to your SKILL score your blast has hit. If not, you have missed and normal combat must be fought instead. Each time you use your powerful blast you must deduct 2 STAMINA points, so use it wisely.

You may choose two clues from the following: **46** **109** **183**.

Now you are equipped and ready to do battle with the forces of Evil. Turn to reference 1, and let no man stand in your way as you scour the streets for the Dynamo in ***DEADLINE TO DESTRUCTION!***

1

You rise early in the morning to begin your crime blitz. As you munch through your breakfast you listen to the radio and read the morning paper. It seems that no one is taking the Dynamo's threats too seriously, which is a little worrying. Still, you know that you will find him and bring him to justice before he can carry out his dastardly plot anyway, so perhaps it is better if the citizens don't get too worried.

As it is a pleasant sunny day you decide to walk into work, strolling the few blocks to your office. However, before you are not halfway there, a police car suddenly screeches around the corner, and you can hear faint gunshots coming from up ahead.

Will you slip into your Silver Crusader costume and follow the police car to investigate the trouble (turn to **114**), or continue walking to work (turn to **19**)?

2

Just as the Firefly is about to escape through one of the many windows, you pull out a Freeze-gun. Taking careful aim you fire it at the super-criminal, striking him with a bolt of ice which freezes him to the spot! Cautiously you approach him – he is stone cold! You may have 2 Hero Points for capturing the Firefly, who will have a long stretch in prison to thaw out. Now turn to **25**.

3

With precision timing that is a credit to your powers, you make the door of a parked car fly open as the thief runs past it. He slams into it and falls over, clutching some sensitive parts of his anatomy! The Security Guard is close behind you, and quickly retrieves the stolen handbags and wallets. With a cheery wave you leave, though not before you have added 2 Hero Points for capturing the villain. Go to **113**.

4

You cast one last look at the blazing room and see the Firefly jump out of the window. By now people are falling down the stairs and escalators in panic as they try and escape the raging fire and thick choking smoke. Finally you manage to get clear of the building and out into the street, where you rest for a while, panting and gasping for breath. All the smoke you inhaled has cost you 2 STAMINA points; you must also lose 1 Hero Point (if you have any to lose) for not trying to apprehend the Firefly. Turn to **149**.

5

You manage to side-step Jaws, and close for battle.

JAWS SKILL 8 STAMINA 11

If you win, turn to **29**.

6

You slip home to take a well-earned rest; for this you may restore 6 points of STAMINA, up to a maximum of your Initial level. You are going to need all your reserves if you are to catch the Dynamo in time!

The next morning you are awakened by the bleeping of your Crimewatch. Gerry the Grass apologises for waking you, and then tells you that he has inside information on not one but *two* crimes. One is at the Dough-Play rubber factory; the other is at the Captain Fisheye fish factory – which will you deal with first?

The fish factory – turn to **188**.
The rubber factory – turn to **91**.

7

All this superhero stuff is making you quite thirsty. Glancing around you see a nearby stall selling orange juice. The man serving the stuff offers you a drink, obviously impressed by your powers, and you accept it. You take a sip, and glance up at the drinks man. He is large and swarthy, and wearing dark glasses . . . haven't you seen him somewhere before. But before you can react you feel hazy and light headed! As you slump to the ground your last thought is that the orange juice was probably drugged . . . turn to **178**.

8

With frightening accuracy your blast catches all five of the rampaging skinheads, sending them flying across to slump against a wall, oblivious to the world! Obviously these two-bit punks know nothing of the Dynamo's plans, so you take them straight over to the Police Department. You may have 5 Hero Points for capturing these villains. Turn to **149**.

9

While you flick through some of the brochures, and dream of sunning yourself on some lonely beach well away from this crime-ridden city, you are disturbed by the

bleeping of your crimewatch. Muttering curses under your breath you quickly leave the shop and slip into the nearest alley to change into your costume. Your watch reads '*Trouble, Radd Square!*' Turn to **36**.

10

Jaws' teeth grab hold of your neck, and just like a modern-day vampire he bites deep in to your jugular. Slowly you collapse to the ground, and with you die Titan City's hopes . . .

11

You have no time to concentrate your *Psi-Powers* before the revolting criminal is upon you. Turn to **97**.

12

As you speed towards the chemical plant you pass a young girl. She stands looking downcast, crying her eyes out and wailing in distress. Will you stop and go to her assistance (turn to **59**) or simply continue towards the plant (go to **17**)?

13

All this crime-fighting is very hard work; you take it easy for the rest of the day, and may restore up to 6 points of STAMINA (as long as you don't exceed your *Initial* score). There is a small slot on the news about the Dynamo's threats and the general derision they have brought. Indeed, the newsreader, Jean Lemming, is finding it hard to keep a straight face! You realise that the public know so very little about the super-villains and their threats.

As is becoming all too common an occurrence, you are woken by the persistent 'bleep bleep' of your crimewatch. Gerry the Grass bids you good morning, and then tells you to hightail it over to the Titan City chemical plant – *immediately!* Wondering why superheroes never get a chance to have a lie-in in the mornings, you quickly don your Silver Crusader costume and race off towards the chemical plant. Go to **12**.

14

The slobbering Cuttlefish manages to wrap his slimy, smelly tentacles around your neck. Slowly you suffocate, knowing that Titan City now stands no chance of surviving the Dynamo's threats . . .

15

Before you can do anything, though, the Firefly jumps through the window, miraculously landing safely on the sidewalk below. Turn to **176**.

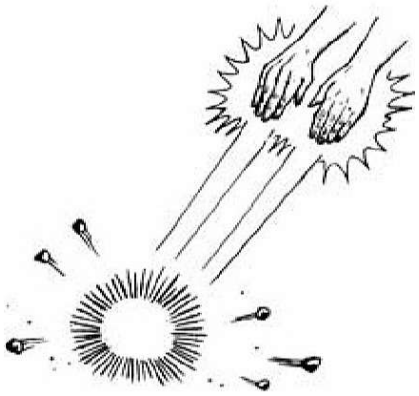
16

Cyanide Cecil is behaving strangely, as if he was nervous of something; warily you back away from him. Suddenly he gives a shriek of laughter and throws a glass vial at you. As the vial smashes against your chest you see the super-creep running away in the opposite direction. Looking down in horror you see that the vial contained – water! You have been tricked! Quickly you dash down to the other end but by the time you get there Cyanide Cecil is nowhere to be seen; you've lost him. *Ah well, can't win 'em all,* you think to yourself. Turn to **196**.

17

You arrive at the plant, and are greeted by a very relieved-looking foreman. He rapidly tells you that there has been a burst pipe, and that this has caused a chemical leak. The stuff isn't flammable or dangerous, but it is very expensive and vital to industry – any delay in its refinement could cost the city very dearly. Can you close up the hole before it gets any worse?

Do you have:
Superstrength? – turn to **48**.
ETS.? – turn to **182**.
Psi-Powers? – turn to **108**.
Energy Blast? – turn to **52**.



18

Before you drag the Cuttlefish, or rather Peter Salmon, off to the police department's headquarters, you question him about the Dynamo. Salmon seems to think that if he tells you all he knows you will let him off. Rapidly he informs you that the Dynamo is a brilliant computer and electrical expert, and will try and deceive you with a life-like hologram of himself! Once he has finished spilling the beans you drag him off to the police, much to his dismay. Turn to **149**.

19

You arrive at the newspaper offices to find the place nearly deserted! Only your boss, Moaner Whyte and a few paste-up staff are to be seen. As you enter the editor's office you soon see why – Whyte has red blotches all over his face. Apparently the office has been hit with a contagious virus, and those that aren't sick in bed at home are out working on stories. Your boss tells you that the famous film-star, Richard Gears (notable for his roles in *Tanks* and *An Officer and a Ruffian* among others) is at the local cinema to promote his new classic, *Revenge of the Killer Gorf-Ball.*

Will you go along to the cinema and try and interview the star (turn to **134**), or would you rather sneak out to do some shopping (turn to **144**)?

20

Taking careful aim, you fire at the thief. Roll against your SKILL as usual to see if you hit him. If you did, go to **105**; if not, you'll have to go to **169** instead.

21

You leave the workmen to their job, and turn to **149**.

22

Before you can move, you feel your limbs starting to freeze. A cold chill runs through your body; slowly, ice forms around you and you gradually slip into unconsciousness. In a matter of minutes Titan City has lost another superhero. Your adventure ends here.

23

Do you want to have a shot at this creature (who you know to be the notorious Cuttlefish, the marauding mollusc)? If you wish to try, roll against your SKILL as usual. If you hit, turn to **189**. If you miss, or if you do not wish to try and hit him, go instead to **87**.

24

You cannot aim properly while your arms are restricted. The only thing for it is to break your bonds. Roll two dice. If the result is less than or equal to your SKILL score, turn to **26**; if the result is higher than your SKILL, go to **193**.

25

Before you drag the whimpering Firefly off to the police you ensure all the fires are out. Luckily, damage seems to have been fairly minimal – good job you were around, eh? You may have 2 Hero Points for capturing the Firefly; now turn to **149**.

26

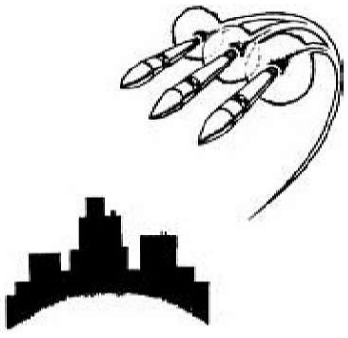
Finally you manage to struggle free. Quickly you dash over to the merrily-ticking bomb-there's nothing else for it: you must try and defuse it before it explodes. Roll two dice. If you roll higher than your SKILL score, go to **64**. If not (i.e. you roll less than or equal to your score), go instead to **112**.

27

You concentrate hard on the gun in his hand. Slowly but surely, the barrel buckles and warps until the muzzle is pointing back at him! Dripping with sweat after your exertions you slump to the floor as the police disarm the villain. You may have 2 Hero Points for your capture of the gunman, but the effort of bending that gun has cost you an extra STAMINA point lie, 3 instead of 2). Now go to **66**.

28

You fumble desperately with the bomb, but you instinctively know that your attempt has failed. In an instant Titan City's hopes are destroyed as the bomb explodes. Your mission has failed and your adventure ends here.



29

You return the computer to the shop, and then question the dazed Jaws. But either he doesn't know anything or he's refusing to tell, as you learn zip all from him! Turn to **149**.

30

You turn on the radio just in time to catch an emergency news flash. It is the one thing you hoped never to hear – missiles are heading towards the city, mysteriously fired from the military base a few miles away. In despair you switch off the radio, knowing that the Dynamo now has total control of the army's computer launching system. All is lost . . .

31

The firemen are angry that you have wasted their very valuable time. Lose 1 Hero Point (if you have any) and go home in disgrace. Turn to **171**.

32

Using your tremendous strength, you manage to rip the jammed door out of the wall! The man is free. However, you reckoned without the cumbersome weight of the door and fall backwards with it crashing down on top of you – lose 2 STAMINA points. Feeling rather silly you push the door away from you and stand up; you may have a Hero Point for rescuing the man. Now go home and rest – turn to **171**.

33

You close your eyes and concentrate on the twisted metal that is trapping the man, and slowly, ever so slowly, it begins to unwind, making the firemen's work much easier. You may have a Hero Point for helping them free the man; now go home and rest from your exertions – turn to **171**.

34

As you pass his door, you see your old friend, Captain Belcher, in his office Do you go in and see him (turn to **167**) or just pass by (go to **63**)?

35

You concentrate your mind on the rapidly approaching 'Fist' and desperately try and make its component cells resume their previous shape. In the nick of time, the fist reverts to its former shape – Elastic Eddie! Quickly you move in to engage him in a fight, but to your great surprise he gives up, obviously afraid of your masterful powers! Now turn to **129**.

36

Radd Square is completely deserted, except for a large, slimy, tentacled creature which slumps at the opposite end of the square to you. At your arrival, the revolting

creature raises itself up on its tentacles and begins lurching towards you.

You wrack your brains for something to do. Which power do you have?

Superstrength – turn to **97**.
Energy Blast – turn to **23**.
Psi-Powers – turn to **11**.
E.T.S. – turn to **49**.

37

You step through the large main doors into the factory. Ahead of you, large clanking machinery is laid out in three rows. Will you advance down the left lane (turn to **161**), the central lane (turn to **137**) or the right lane (turn to **102**)?

38

While your arms are restrained, you cannot reach your accessory belt, though you struggle valiantly. Your only hope is to break free of your bonds. Roll two dice; if the result is less than or equal to your SKILL score, go to **194**; if not, turn instead to **79**.

39

Suddenly you hear cries for help coming from the entrance to a dark alley up ahead. Instinctively you dash down the alleyway, but there is no-one to be seen! You turn around, baffled, just in time to see a fist coming straight towards you. It's too late to do anything; in an instant you are out cold!! Turn immediately to **178**.

40

Slowly and painfully your body gradually fights off the poison. Groggily gazing around, you see the workmen muttering to themselves at your stupid action! Get out of here by going to **149**.

41

You've only signed a couple of books when your sensitive hearing picks up the sound of shots coming from across the road. Looking up you catch sight of a masked man dashing out of Claybars Bank, tightly clutching a pistol and a bag full of banknotes.

Which power do you have?

Superstrength – turn to **56**.
E.T.S. – turn to **198**.
Psi-Powers – turn to **170**.
Energy Blast – turn to **44**.

42

The skinheads are still there when you are return; as they notice you they shout and swear, and move in for the kill! If you have *Energy Blast* you may turn to **155**; if not, turn instead to **166**.

43

You launch yourself at Mr Obesity, knocking him flat on his blubbery back. You grab him by the scruff of the neck and clumsily haul the big pudding to his feet (no mean feat in itself!). Engage the fat fiend in combat!

MR OBESITY SKILL 10 STAMINA 16

If you win, turn to **120**.

44

Aiming at the man is quite difficult. If you hit him (according to standard rules), turn to **179**; if not, turn to **50** instead.

45

Your head feels terrible (you can see little pink superheroes flying around it!) and you must lose 3 STAMINA points. If you are still fit enough, turn to **147**.

46

Mr Obesity, the whale-like 30-stone villain, has recently been sighted in Titan City. His first port of call could well be McWimpy's Burger Bar.

47

The man is just leaving when you return. You bound over and grab him by the shoulder and spin him round. He promptly drops the computer with a crash, and shows you a wide smile-full of steel teeth! This is Jaws, the Man with the Metal Mouth!

JAWS SKILL 8 STAMINA 11

If you beat the iron-incisored creep, turn to **29**.

48

Seizing the two halves of the pipe you slowly pull them back together. This requires all your strength, and hurts like heck, but eventually you manage to bring them together. Not without cost though, as you must lose 2 STAMINA points from the toxic effects of the chemicals on your lungs and skin. However, you have finally managed to stop the leak, and once it is soldered tight the plant will be safe again. Give yourself 2 Hero Points and a pat on the back.

Now you can have a look around the plant (go to **121**) or leave the place (by going to **196**).

49

The creature is known as The Cuttlefish, the marauding mollusc, and you know exactly what to do. You stroll towards the slimy super-villain, innocently whistling to yourself. When you are only a few metres away from him, though, you pull out a vial and throw concentrated black ink all over him. Slowly the Cuttlefish shrinks back into himself, and resumes his proper self – as Peter Salmon, the fishmonger! Turn to **18**.

50

Your blast misses the robber by a mile-but unfortunately hits a pursuing policeman. Shaking your head in amazement at your misfortune you run across the road, but the policeman is out cold and the thief is long gone! You must *lose* 1 Hero Point.

You lift the policeman in your arms, and slowly struggle down the street to the hospital. You leave him there, and after being told that his injuries are not serious you head for home. Go to **13**.

51

Your powerful blast hits Cyanide Cecil full in the back, sending him sprawling on the ground. The dazed criminal slowly recovers his addled senses to find you standing over him with a grim look on your face. You start to question him, and although he is in no fit state to think straight he finally tells you that the Dynamo has a small room on 102nd Street, before slumping back into unconsciousness again.

Turn to **191**.

52

This is a tricky situation, and you know you'll have to attempt something drastic to be successful. Instead of one quick, powerful blast, you decide to try a long flow of energy, to try and weld the pipe back together again. However, this requires a tremendous amount of energy, and could be very dangerous for you. Do you want to try this new technique (turn to **100**), or not (turn to **67**)?

53

With one final hefty blow you fell Mr Obesity and his blubbery bulk crashes to the ground. However, no matter which techniques you try you simply cannot get the lard-faced creep to talk! Eventually you give up and drag the corpulent criminal off to the police (not the easiest thing in the world!). Still, you may have 4 Hero Points for his capture, before you go home to rest – at **13**.

54

To your great disappointment and annoyance, you spend just a fraction of a second too long in aiming. The thief turns a

corner just as you fire, causing your blast to miss by a couple of centimetres. Muttering a few quick curses under your breath you dash down to the corner but your quarry is nowhere to be seen. You run down the street a little way, but finally you are forced to admit that the thief has escaped. Turn to **157**.

55

From your belt you pull a small device called a Mind-Confuser, which can addle a person's senses and render them defenceless. However, Doc Change is no ordinary villain, for he can do exactly as his name says – change shape. In an instant he forms himself into a massive hairy beast, an Ice Warrior, and lumbers towards you for a fight.

ICE WARRIOR SKILL 8 STAMINA 16

If you beat the colossal creature go to **142**.

56

With all the speed and accuracy of a lightning bolt you fly across the street and smash into the robber, who is knocked senseless to the ground. When his pursuers come panting up to you, you give them their money, and hand the dozing villain to the police. You may have 2 well-earned Hero Points for capturing the robber and head for home. Turn to **13**.

57

You arrive at a small bed-sit apartment on the third floor. Pausing for a while to catch you breath you decide the best way is to simply burst in. On a count of three you kick open the door – go to **138**.

58

With the sweat pouring from your forehead, your shaking hands cut the wire. The ticking stops and the bomb is quiet – and it is safe! You have succeeded in defusing the bomb in the nick of time, but unfortunately no-one saw you do it so you can't have any Hero Points, worse luck. You kick down the locked door, but you know that the Dynamo has fled. Remembering the bomb, you find a phone and tell the police what has happened, then return home – it's been a hard day! Go to **6**.

59

You gently ask the girl what's wrong, and she points up to a tree a few metres away. Stuck in a fork in the branches is a small grey kitten, obviously afraid to jump down. Telling the anxious youngster not to worry, you clamber up the tree and grab the kitten, though not before the ungrateful little thing has scratched you (lose 1 STAMINA Point!). You carefully clamber back down again, and return the kitten to its owner, who smiles a tearful thank-you and skips away. You may have a Hero Point for being such a kind superhero, before you continue your stroll to the chemical plant. Turn to **17**.

60

You press the large red button on your gadget, and point it at the Dynamo. Almost immediately a jet of yellow light streaks from the super-villain and into the nozzle of your Energy Drainer! The Dynamo stops in his tracks and shakes his head to stop the ringing in his ears. You may now fight your weakened adversary:

THE DYNAMO SKILL 10 STAMINA 16

If you win, turn to **200**.

61

Try as you might, you cannot wheedle any information out of the Spider, so you drag him off to the police. You may have 3 Hero Points for capturing the Spider, before going to **149**.

62

You desperately try to organise the shoppers, but it is every shopper himself at the moment. In the mad rush you are knocked to the ground and everyone manages to trample on you. Lose 3 STAMINA points for your injuries. Will you find a likely hiding place and change into the Silver Crusader (go to **139**) or escape from this place (by turning to **4**)?

63

You learn that there has been a multiple pile-up on the freeway out of town. Do you want to see if you can help? If so, go to **131**; if not, turn to **165**.

64

You cannot find any way of defusing the bomb. Frantically you tear at every wire you can see, in one last desperate attempt to stop the bomb. Something stops – but it's the ticking, and you know that it is all over. Your last, dying thought is that you have failed Titan City . . .

65

You decide to try and blast the man free, but you must hit the right part of the door to get it open. If you hit it, turn to **132**; if not, go to **31** instead.

66

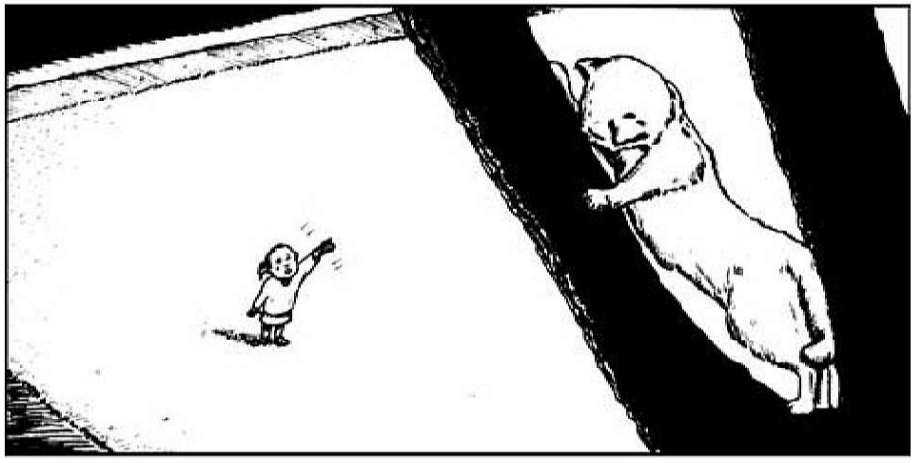
Down the street you see a sleek black limousine pull up to the sidewalk. To your astonishment, out steps the international film star, Richard Gears. Immediately his fans are upon him. You slip into an alley, change back into your street clothes and then saunter down to where the limo is parked, hoping to catch another glimpse of the star. Turn to **134**.

67

The foreman is disappointed, to say the least. You may now take a look around (turn to **121**) or leave (turn to **196**).

68

You wake quite late, and lie in bed mulling over all the facts you have gleaned so far. By now, you think, you probably ought to



know where the Dynamo is hiding out. Do you have any idea where he could be? If so, go out and get him by turning to **96**; otherwise, go to **30**.

69

You work out a plan, and decide to storm the house head-on. Turn to **173**.

70

With perfect timing you punch the 'Fist' just as it comes into range. In an instant the thing turns back into Elastic Eddie, the notorious rubber man. Eddie is obviously somewhat dazed, and you have no trouble apprehending him. Now go to **129**.

71

You arrive at the pool and buy your ticket. Finding an empty changing cubicle is no easy feat – the pool is obviously going to be crowded today – but you eventually get one and change into your trunks. Carefully hiding your Silver Crusader suit you go to the pool. Turn to **115**.

72

Have you an Energy Drainer? If so, turn to **124**; if not, go to **197** instead.

73

As you approach the dastardly double-dealer, the Dynamo laughs and slowly fades away! You were just about to arrest a hologram! Suddenly you feel an enormous bolt of energy come crashing into your back, knocking you flat on your face. You hear light footsteps approach you, and the sniggering laugh of the real Dynamo. You try to stand, but you just can't find the energy. The Dynamo fires another bolt; you are finished . . .

74

You arrive at the factory to find all the workers milling around outside. The manager comes over to you and tells you that a strange 'plastic-like' man is running amok in the factory, and there is nothing they can do to stop him. Will you enter the factory after the criminal (turn to **37**) or not (turn to **103**)?

75

You have a very sore nose, and you have just lost 2 STAMINA points. Turn to **147**.

76

You feel around for a while, but you don't find anything. But all of a sudden – ouch! You've been bitten by a spider, a poisonous one at that! Roll a dice and take that many away from your STAMINA. Now roll two dice and compare them to your SKILL score. If you rolled less than or equal to your score, turn to **40**; if not, turn to **153**.

77

Try as you might, you cannot make head nor tail of the wiring of the explosives. You glance at the timer – and are shocked to find there are only five seconds left. Four – three – two – one. Zero! Titan City loses another superhero . . .

78

You enter the shop at the same time as five very rough-looking skinheads, who immediately start picking up papers and dropping them on the floor, barging into people and singing rather vulgar football songs at the tops of their voices. The Security Guard arrives and calmly asks them to move along, but his reply is a hefty shove which leaves him sprawling clumsily on the ground. In an instant the yobs set about him with fists and feet. Will you head for a back room to change into the Silver Crusader (go to **42**) or would you rather wait (go to **82**)?

79

Try as you might you cannot free yourself. Without warning, the clock stops ticking and you know it is all over. Titan City's hopes die with you . . .

80

Ignoring your fans will do absolutely nothing for your image! Lose 1 Hero Point. And to add to your problems, the restaurant will only allow people in if they are wearing a shirt and tie – even if they are the Silver Crusader! Dejectedly you walk home, by turning to **13**.

81

You quickly reason that the only way of stopping the man is to *throw* something at him. You notice a rubbish bin nearby, and hastily wrench it out of the ground. Roll two dice. If you score less than or equal to your SKILL score go to **83**; if you score higher, go to **185**.

82

When the skinheads are finished with the Security Guard they look around for some other victim – you! As ten rough hands grab you, you pray that someone will step in and help before you are forced to use your super powers, but you are dragged to the ground. Suddenly there is a ripping sound and you look down to see your shirt in tatters, exposing your Silver Crusader suit! With a gasp the toughs back away from you, and all around you people are pointing and gawping! Your secret is now out, and your life as a superhero is over!

83

The bin slams nicely into the back of the thief, flattening him instantly. A Security Guard turns up and retrieves the stolen wallets and handbags, closely followed by a pair of policemen, and so with a cheery wave you leave them to it. You may have 2 Hero Points for stopping the thief, before you go to **7**.

84

You nip round the corner into a convenient alleyway to change. When you return, Gears is where you left him. As he sees

you, the smile on his face turns to a sneer, as his trendy designer clothes rip and tear to reveal hairy legs and transparent wings. The crowd shrieks in horror and surprise, and hastily clears a path for the two of you.

THE FLY SKILL 9 STAMINA 14

If you smash the winged creep, turn to **104**.

85

With lightning speed you dash back to the changing room, throwing clothes and hangers behind you to try and distract Mr Frosty, who is trying to aim a freezing blast at you. Finally you reach your cubicle and quickly pull on your Silver Crusader suit. When you step out of the cubicle the icy villain is startled to see you, but then readies himself for a fight.

MR FROSTY SKILL 8 STAMINA 12

If you flay the frigid fiend, turn to **150**.

86

You arrive at a small bed-sit apartment on the third floor. Telling your jangling nerves to be calm, you count three and then kick open the door . . . Turn to **138**.

87

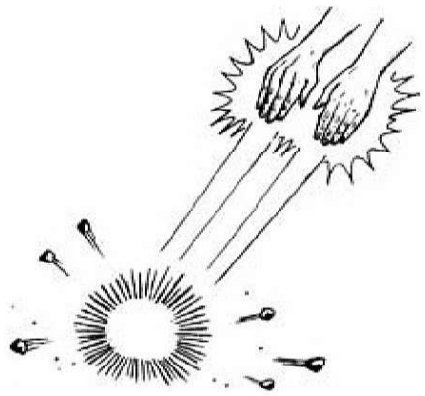
You decide to attack the slimy Cuttlefish with your bare hands.

THE CUTTLEFISH SKILL 10 STAMINA 14

If you cream the crafty crustacean, turn to **92**.

88

With a deadly accuracy the bolt strikes the gunman square in the chest. The police move in to apprehend the man, and the incident is over. Award yourself 2 Hero Points, and then turn to **66**.



89

You zoom down on Cyanide Cecil at a tremendous speed and slam into his back. The creep doesn't know what hits him as he goes sprawling into a wall, knocking himself unconscious. Go to **191**.

90

Test Your Luck. If you are *Lucky*, go to **156**; if not, never mind – turn to **16**.

91

Turn to **172** immediately.

92

You strike a final blow, and before your alarmed eyes a strange transformation takes place. You are astounded to see that the Cuttlefish is none other than the local fishmonger – Peter Salmon!! Turn to **18**.

93

Beads of sweat drip down your forehead as you take a tighter grip on the wirecutters. Holding your breath, you snip the wire. Wrong! The last thing you hear is the roaring of the bomb as it explodes . . .

94

You check along your utility belt, before pulling out a stun gun. Carefully you take aim and fire at the fleeing thief. Roll two dice and compare the result with your SKILL score. If you rolled less than or equal to your score, turn to **123**; if you roll higher, go to **54**.

95

Quickly you aim at the fist. If you hit it, turn to **135**; if you miss, go to **163**.

96

Add the room number to the street number, and turn to this new reference. If you do not have both numbers, or if the result makes no sense, turn to **126**.

97

The monstrous thing staring at you is the Cuttlefish, the marauding mollusc. The slimy monster lurches forward, and starts to fight, lashing out at you with tentacles slick with ooze

THE CUTTLEFISH SKILL 10 STAMINA 14

If the Cuttlefish manages to score three hits in a row on you turn to **14**. If it doesn't, turn to **92** when you beat him.

98

The Spider, the arachnid avenger notorious throughout Titan City, is known to be hiding in the sewers, desperately trying to breed more of his kind. If you are suspicious of the Spider's whereabouts at any time, deduct 10 from the reference you are at and go there to search for the Spider.

99

You pull a laser-torch from your belt and slowly start to cut the man free. Suddenly the gadget splutters and then stops working altogether – it needs new batteries! By the time you've changed them from the supply in your belt-pouches the firemen have already succeeded in freeing the trapped man. You decide to call it a day and head for home. Turn to **171**.

100

You begin to blast the pipe – and as it is directly in front of you your aim is good. Finally, after several dozen anxious minutes during which you nearly lost your concentration and aim a few times, it is sealed. Well done! However, the effort has taken

a lot out of you, and you must lose 2 STAMINA points. Now that the danger is over you may award yourself 2 Hero Points. Do you want to stay and look around the plant (go to **21**) or would you rather leave (turn to **96**)?

101

You find Cyanide Cecil skulking around behind some large chemical vats. When he sees you, he leaps back and stands up, brandishing a small vial containing a colourless liquid. '*Back off, crusading creep!*' he spits. '*There's enough deadly virus in this vial to wipe out the entire city!! Now leave this place and let me get clear and I might just decide not to drop it!*'

But do you believe him? If you want to leave, go to **196**; if you'd rather stay, turn to **90**, but on your own head be it . . .

102

The right lane is indeed the right lane. Elastic Eddie, the notorious robber, is standing halfway down the passageway. He clasps his hands together and his body changes, becoming long and slender with his head shaped like an enormous fist. In an instant, this 'fist' is flying straight at you at a terrific speed!

Which power have you got?

Energy Blast – turn to **95**.
E.T.S. – turn to **162**.
Psi-Powers – turn to **35**.
Superstrength – turn to **70**.

103

You stroll out of the factory, much to everyone's dismay, and debate where to go next. You have two real choices – Police HQ to continue your research (go to **34**), or straight home for a kip! (Turn to **171**).

104

You drop the Fly off at Police HQ, to the cheers of many admiring officers, and you may now award yourself 3 Hero Points in reward. While you are here you may check up with events across the city (turn to **160**) or you can sneakily change back into your street clothes and go and do some shopping (turn to **144**).

105

The energy bolt thuds into the thief's back and he collapses face-down on the sidewalk, scattering the stolen wallets and handbags around him. The Security Guard runs up, and immediately takes control of the situation, gathering together all the loot and making sure the robber is tightly restrained. With a cheery wave you leave; turn to **148**.

106

In front of your astonished eyes the Dynamo fades away! Then, from behind the heavy curtains, a taller, stronger figure steps – the real Dynamo!!

'*So,* he sneers at you, '*you saw through my little holographic joke, did you?*' He raises his arms and points them at you, his fingertips crackling with static electricity.

Do you have anything with which to combat your deadly adversary? If you think you have, turn to **72**; if not, you must grit your teeth and go to **197**.

107

You quickly deduce that only two of the wires – one red, one blue – are actually powering the bomb. The rest are booby-traps and diversions. There is only one thing for it: you must cut one of the wires. Of course, if you get the wrong one you may get more than you bargained for as the bomb explodes! Well, is it the red wire (turn to **93**) or the blue wire (turn to **58**)? Make your choice – it could be your last!

108

Using your amazing mental powers and a great deal of mind-numbing concentration you force some of the surrounding metal to stretch and cover the troublesome hole. Quickly a workman dashes forwards and welds the new cover shut with his blowtorch. Well done – you really are a hero! Have 2 Hero Points before you decide what you are going to do next. You may stay and explore the plant (turn to **121**) or you may leave (go to **196**).

109

Cyanide Cecil, the notorious poisoner, is rumoured to be on the look-out for more chemicals. He could be headed for the Titan City Chemical Plant, so if you find yourself looking around the plant, you may deduct 20 from the reference you arson to look for Cyanide Cecil.

110

Obviously these cheap punks have no connection with the Dynamo. Before you take them to the police, though, you'd better make sure the Security Guard is alright. Oh, and award yourself 4 Hero Points for your success. After you've done all this you may turn to **149**.

111

All of a sudden you hear distressed screams coming from a building site on the corner. Quickly you sprint over to the site and squeeze through a loose plank in the fence. Once inside, though, there is no one to be seen!

Suddenly there is a whistling noise from directly above you. You look up just in time to get a brick full in the face! The ground rushes up to meet you . . . Turn to **178**.

112

You quickly glean that only two wires actually power the bomb – the others are booby-traps. There is only one thing for it: you must cut one of the wires. Of course, if you get the wrong one you may get more than you bargained for as the bomb explodes! Well make your choice, is it the red wire (turn to **93**) or the blue wire (turn to **58**)?

113

After leaving the Rollerama, you decide to take one of your regular strolls through the shopping centre. Everywhere is quiet, though, and there is not trouble needing your help. Suddenly, though, there is the bleeping of your crimewatch, which is showing the words '*Spuds – the vegetable shop – urgent!*' But that's right behind you! You spin round, just in time to catch a fist in the face! In an instant the world fades out in a spiral of stars . . . go to **178**.

114

You catch up with the car as it slows to a stop outside a group of run-down houses. At one window a desperate-looking man holds a gun to a young girl's head. Across the street, policemen armed with rifles and hand-guns crouch beneath cars. The detective in charge scurries over to you, and asks whether you want to go in first. Naturally you agree.

Which power do you possess?
Energy Blast – turn to **151**.
E.T.S. – turn to **127**.
Psi-Powers – turn to **27**.
Superstrength – turn to **173**.

115

You stop dead in your tracks as you are greeted by a scene you thought you'd never see again. The pool is completely frozen over, trapping the frigid bodies of dozens of swimmers. Your mind races back a few years – surely the Ice Queen is in jail? Then a cold, clammy hand touches you on the shoulder, and you spin around to come face to face with the Ice Queen's old partner in crime – Mr Frosty!!

'*The others are dead,*' he smiles, gesturing at the swimmers,'– *as you soon will be too!!*' You are more than a little defenceless in your swimming trunks, and it occurs to you that you must escape or freeze! You could make a dash for it and head for the changing rooms to return as the Silver Crusader (go to **85**) or you could stay and fight as you are (go to **22**).

116

You arrive at a small, seedy bed-sit on the third floor. Gathering your concentration, you grit your teeth, count to three – and kick down the door. Turn to **138**.

117

The gunman does not hesitate. The marksman's bullet hits you square in the chest, and your superhero days are over . . .

118

You rip out the straps without straining yourself, and hurry over to the ticking bomb. Roll two dice. If you roll less than or equal to your SKILL score, go to **107**; if you roll higher, go to **141**.

119

Finally you work out that only two wires actually power the bomb – the others are booby-traps. There is only one thing for it: you must cut one of the wires. Of course, if you get the wrong one you may get more than you bargained for as the bomb explodes! Well make your choice, is it the red wire (turn to **93**) or the blue wire (turn to **58**)?

120

You grab the porky prankster by the scruff of his neck and haul him to his feet. You question him about his involvement in the Dynamo's nefarious plots, threatening to make sure he only gets half rations in prison, and eventually he cracks. The blubbery bully blurts out that the Dynamo has a small room on 43rd Street. You hand the fat fiend over to the police, and may award

yourself 4 Hero Points for his capture before you head for home and a nice long rest! Turn to **13**.

121

There is nothing out of the ordinary here. If you don't know of anywhere else to go you might as well leave the chemical plant (turn to **196**).

122

You concentrate hard on the Werebeast's mind, and slowly manage to force it to resume its normal self – the devious Doctor Change! Knowing he is beaten, the shapechanging super-villain tells you all he knows – the Dynamo has a small room on 72nd Street. Dump the creep at Police HQ and award yourself 2 Hero Points, and then head for the rubber factory by going to **172**.

123

With stunning accuracy your shot slams into the man's back! In an instant he falls to the ground, stunned and dazed. The Security Guard puffs up, and retrieves all the stolen wallets and handbags. Head for home and turn to **111**.

124

Turn to **197**, but after the third round of combat, go to **60**.

125

Doctor Change, the strange shapechanger, is none other than Norris Watts, who runs a kiss-o-gram service! If at any time you become suspicious of Dr Change's activities you should deduct 30 from the reference you are on to investigate him.

126

You return home and slump in front of your TV, exhausted from the day's superheroing! You flick the set on, just in time to catch a desperate newsflash – several missiles have launched themselves from the military base just outside the city, and are heading directly for it! You know this is the Dynamo's work, but you thought you had more time. Now nothing can stop the missiles destroying Titan City . . .

127

To your disappointment, you have nothing that could possibly help the situation. Oh well, you shrug, it'll have to be brute force again – storm the house by going to **173**.

128

Before you can say a word, Cyanide Cecil has dropped the vial and is sprinting in the opposite direction. You have a feeling that the vial was not all it was made out to be. Do you have *Superstrength*? If so, go to **89**; if not, turn to **145**.

129

You start questioning Eddie, but all you manage to get out of him is a small piece of paper, with the following series of numbers on it: *99 – 80 – 62 – 45 – 29*. If you

can find the next number in the series you will have found the Dynamo's room number. Now you can drop Elastic Eddie off at Police HQ, and give yourself 2 Hero Points for capturing him. Turn to **133**.

130

You use one of the workmen's spades to raise the drain. Carefully you climb down into the sewer, and at the bottom of the ladder four clammy hands reach out to grab you. It's the Spider, the awesome arachnid who dwells in the drains! If you have *E.T.S.*, go to **154**; if not you must fight him.

THE SPIDER SKILL 9 STAMINA 14

If you win, turn to **81**.

131

The freeway is a scene of mass destruction; cars, lorries, trucks, buses – you name it, it's crashed! At the moment firemen are trying to cut an injured man out of a wrecked car.

Which power do you have?

Psi-Powers – turn to **33**.
Energy Blast – turn to **65**.
E.T.S. – turn to **99**.
Superstrength – turn to **32**.

132

In a blinding flash you blow the door clean off, releasing the terrified man. You may have 1 Hero Point for aiding the firemen, and then go home to rest. Turn to **171**.

133

You drop Elastic Eddie off at Police HQ, and while you are there you can catch up on a few news stories. Turn to **34**.

134

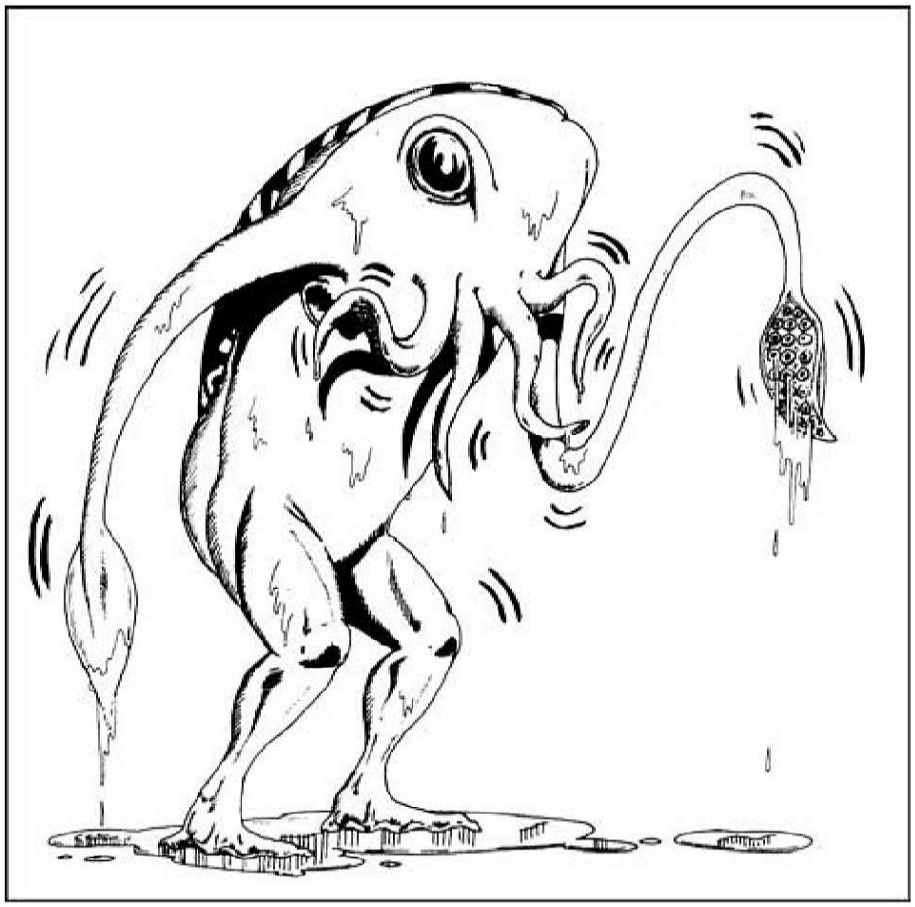
You reach the cinema to find it packed with screaming fans. You can hardly see the top of Gears' head, never mind interview him, so if you don't know anywhere else to go you might as well slope off and do some shopping instead. Go to **144**.

135

Your bolt hits the Fist full in the, er, thumb! In an instant, it changes back into Elastic Eddie, who lies on the floor dazed and confused. You guess he might be ready to talk now, so turn to **129**.

136

You arrive at a small bed-sit apartment on the third floor. Pausing for a moment to gather your strength, you count to three and boot the door open . . . go to **138**.

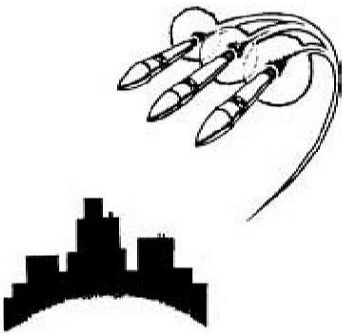


137

You carefully search the middle lane . . . then the left lane . . . then the right lane. No one is to be seen; this is futile, so turn to **103**.

138

As you burst into the room, the Dynamo slowly rises from a chair next to an immense computer console. In fact, the whole room is full of all kinds of complicated electronic circuitry and you can't help wonder about the size of his electricity bills! The devious evil-doer strolls over to you.



'*So, you have found me at last, Silver Crusader . . . do not worry your little silver head . . . I shall come* ***very*** *quietly . . .*' The Dynamo puts out his hands ready to be handcuffed. Will you put the cuffs on him (go to **73**), or would you rather wait a while (go to **106**)?

139

By the time you are ready, all the customers have escaped, leaving just the manager and a few staff who are desperately trying to extinguish the fires. The fiendish Firefly is just about to leap out of one of the windows. You must act fast – do you have *E.T.S.*? If so, go to **2**; if not, you'll just have to go to **15**.

140

You arrive at the drain in question, to find several workmen standing around it, spades at the ready. Out crawls another massive spider, a big hairy tarantula, and down comes a spade, leaving no more than a squidgy red mess on the sidewalk. Do you want to investigate the drain (turn to **187**), or do you know somewhere else to go?

141

You fumble with the bomb, desperately trying to work out some way of defusing it, but in vain. It's just too complicated to figure out! Quickly you dash over to the door, but it's locked; no matter how many times you charge at it the thing won't budge. The timer ticks round to its last second, and you know no more . . .

142

On your final blow the Ice Warrior disappears, leaving the exhausted Dr Change. You grab him and pull him up to face you, but he won't tell you anything. In frustration you drag him off to Police HQ, where you receive 2 Hero Points as a reward. Now go investigate the rubber factory at **74**.

143

Your leg stings a bit, but it's nothing serious and you need only lose 1 STAMINA point, before you head for **147**.

144

Where do you fancy going?

Comas Thook, the holiday store – turn to **9**.

Cottonworth's, the department store – turn to **180**.

Smartins, the newsagents – turn to **78**.

145

You walk over to the pool of liquid, and know at once that it is only water! You have been tricked by that conniving Cecil! You rush down to the other end of the corridor, but the creep is nowhere to be seen. You've lost him and have no chance of finding him again, so turn to **196**.

146

On the way over to the restaurant you are spotted by a number of your fans, who besiege you demanding autographs. Perhaps you should have changed after all, you think, as the mob presses around you. Will you stop to sign your name for them (turn to **41**) or would you rather continue to the restaurant (go to **80**)?

147

In the dim light you can see that you are in a large warehouse strewn with boxes and bits of furniture. A small door opens in the far end and light streams into the room as a tall figure squeezes himself into the room. It's the Dynamo, and he's even more impressive in real life than he was on the TV – a good head taller than you, and *glowing!*

As he strides across the warehouse towards you, a massive rat scuttles across his path. With lightning speed he snatches it off the ground. The hair on its back stands on end, and the rat squeaks in terror before collapsing, dead. The supervillain tosses it aside and walks over to a large desk and sits down. Then, without warning, a large section of the wall slides back to reveal a room crammed with computers and sophisticated electronic devices.

'*See that TV?*' the Dynamo hisses at you, pointing to it. The scene looks familiar, but you can't quite place it. '*With the touch of a few simple keys I have tapped into the city's defence computers. I could raze this city to the ground within four minutes. Hah hah hah haw!*'

Now you recognise the place on the screen – it's the military base just outside Titan City! But while you were remembering the evil Dynamo was wiring up a suitcase bomb which he has left on his desk! The ticking starts and the sinister supervillain sneaks from the room, sniggering softly to himself.

Now what are you going to do, superhero? Which power do you have?

E.T.S. – turn to **38**.

Energy Blast – turn to **24**.

Superstrength – turn to **118**.

Psi-Powers – turn to **168**.

148

As usual you are set upon by hordes of autograph hunters, so you stop to improve 'public relations'. The crowd of well-wishers presses tightly against you, and you don't see who it is who smashes you on the back of the head as you slump to the ground unconscious. Turn to **178**.

149

By now you are feeling rather hungry. In your haste for food you decide to hurry to the nearest restaurant without changing out of your costume. Where will you go?

A posh restaurant round the corner on 32nd St? Turn to **146**.

Or McWimpy's the burger-bar? Turn to **186**.

150

You try and get some information out of Mr Frosty, but all he'll say is the word *electricity*; over and over again. Baffled by this, you drag the corpulent criminal off to Police HQ. You may have 3 Hero Points for apprehending Mr Frosty. As you leave the police building you receive a call on your crimewatch to go to Laurel's Rollerama. Quickly you dash along the street to **164**.

151

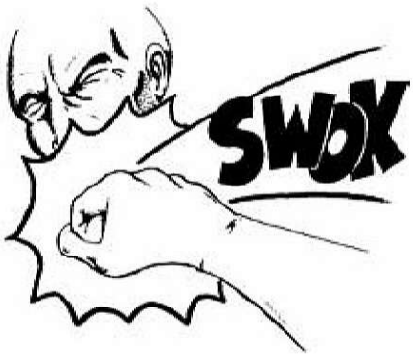
Do you want to risk a shot at the gunman? Make your choice and make your roll. If you hit turn to **88**; if you miss, or don't shoot, go to **69**.

152

You have no time to use any other superpower, so engage Mr Obesity in combat.

MR OBESITY SKILL 10 STAMINA 16

If you beat the bloated baddie, go to **53**.



153

Your body is under such a tremendous strain. Roll one die and subtract the result from your STAMINA score. Now turn to **40**.

154

You fumble through your belt and finally pull out a small, hand-held device that you adapted from your comic-book rival, Spiderman. You aim it at the Spider and press the button. Immediately a large, web-like net shoots from the device and covers the Spider, who struggles to free himself without success.

You drag the Spider out of the drain and begin questioning him. In the hope of a reprieve he tells you that the Dynamo has a small hideout here in the city itself, on 122nd St! When you do not let him go the Spider starts cursing you, but he can do little harm while he is enmeshed in the webs. You may have 3 Hero Points for capturing this many-legged menace. Turn to **149**.

155

You decide to try a shot that will catch all five ruffians in one go! Since this is rather more difficult than usual add 2 to your die roll when making your aim check. If you hit, go to **8**; if not, go to **166**.

156

You notice that Cyanide Cecil is quite nervous – is he really telling you the truth? You decide to call his bluff. Do you have *Energy Blast*? If so, turn to **184**; if not, go to **128** instead.

157

You turn around to leave, but something heavy hits you on the back of your head. You fall to the ground alongside the brick, then black out . . . Turn to **178**.

158

You quickly comb the area, and eventually find Watts hiding behind some dust-bins. Suddenly he claps his hands together and transforms into a large and powerful Werebeast. Slavering and drooling it shuffles towards you, flexing its claws. Do you have *Psi-Powers*? If you do, turn to **122**; if not go instead to **55**.

159

Your bolt slams harmlessly into a wall as Cyanide Cecil speeds around a corner. By the time you reach it the chemical creep is long gone. Oh well, you win some, you lose some. Turn to **196**.

160

Not that much *has* happened this morning so far, other than your spectacular capture of the Fly. But just as you are leaving, your friend Captain Belcher calls you back in to look at a report just in of thousands of massive spiders pouring out of the drains on 112th St! Do you want to investigate (turn to **140**), or would you rather ignore the situation and go shopping (turn to **144**)?

161

You carefully search the left lane, then the middle lane, and then the right lane. No one is to be seen. You decide that this is a futile exercise, and leave. Turn to **103**.

162

Quickly you whip out your Energy Gun and aim it at the Fist. As you press the trigger a large wall of energy forms between you and the Fist, which smashes into it. Slowly the giant hand reforms into a very dazed looking Elastic Eddie. You turn the wall off, and grab Eddie. Turn to **129**.

163

You fire too high and too late, and the Fist smacks you right in the face! Lose 3 STAMINA points and fall over! The Fist changes back into Elastic Eddie, who hauls you to your feet and starts sluggin'!

ELASTIC EDDIE	SKILL 7	STAMINA 10

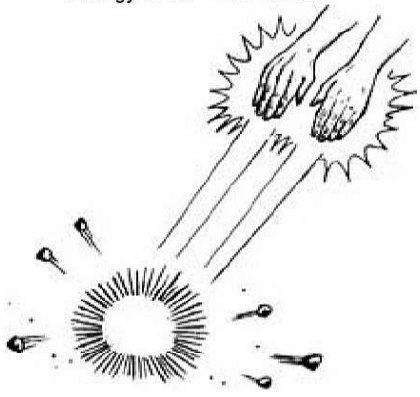
If you beat the bendy battler, go to **129**.

164

You arrive at the Rollerama just as a swarthy man clutching several wallets and handbags rushes out. You hear several cries of '*Stop that man! Stop thief!*' and the Security Guard appears, pointing at the man who speeds away.

Which of these powers do you have?

Psi-Powers – turn to **3**.
E.T.S. – turn to **94**.
Energy Blast – turn to **20**.
Superstrength – turn to **81**.



165

Oh well, you think to yourself, *another day over. Let's head for home* – go to **171**.

166

The skinheads line up to fight you one at a time.

SKINHEAD 1	SKILL 7	STAMINA 9
SKINHEAD 2	SKILL 6	STAMINA 8
SKINHEAD 3	SKILL 8	STAMINA 7
SKINHEAD 4	SKILL 6	STAMINA 7
SKINHEAD 5	SKILL 6	STAMINA 8

If you sort out the scummy skins, turn to **110**.

167

Captain Belcher is pleased to see you – as is Gerry the Grass, who you did not lurking in the corner of the Captain's office. Over a cup of coffee, the three of you chat about local news, but gradually you steer the conversation over to the Dynamo and his threats. However, Belcher and Gerry know even less than you do about the dastardly villain, and you give up and head for home. Turn to **171**.

168

You direct all your attention to the straps which are restraining you. Slowly, ever so slowly, the straps slip loose and you are free. Now for that bomb! Roll two dice. If you roll less than or equal to your SKILL score, you must go to **174**; if you roll higher, go to **28** instead.

169

Your energy bolt zaps past the thief and is absorbed by the wall, leaving the thief to escape around the corner and away! Just not your day, is it? Turn to **192**.

170

You concentrate hard, and a potted plant on the sidewalk falls over, tripping the thief up. You tear across the road and grab the stunned criminal, just as the police arrive. Well done! Have 2 Hero Points, and then head for home by going to **13**.

171

You stroll home, and collapse in front of the TV. It's been another tiring day, and you didn't even get any work done! You slowly drift off into a deep restful sleep, during which you can restore up to 6 STAMINA points. Turn to **68**.

172

When you arrive at the Dough-Play factory you are greeted by the manager, who is waiting outside along with his workers. '*Hello, Silver Crusader. There's a strange plastic-like man running riot in my factory. You gotta do something!*'

You instantly recognise the villain as Elastic Eddie, the infamous villain who can contort his body into many different shapes – like elastic. Will you enter the factory to tackle Eddie (turn to **37**) or would you rather not (go to **103**)?

173

You smash down the door and tumble into the room. The gunman spins round, pushes the shrieking girl away from him and aims his gun at you *Test Your Luck*. If you are *Unlucky*, turn to **117**. If you are lucky the bullet misses; with a yell you spring at the gunman before he can fire again, and engage him in combat.

GUNMAN SKILL 7 STAMINA 10

If you win, award yourself 2 Hero Points and go to **66**.

174

You discover that there are only 2 wires actually linking the bomb to its detonator. Which wire will you cut – the red or the blue? To cut the red, go to **93**; to cut the blue, go to **58**.

175

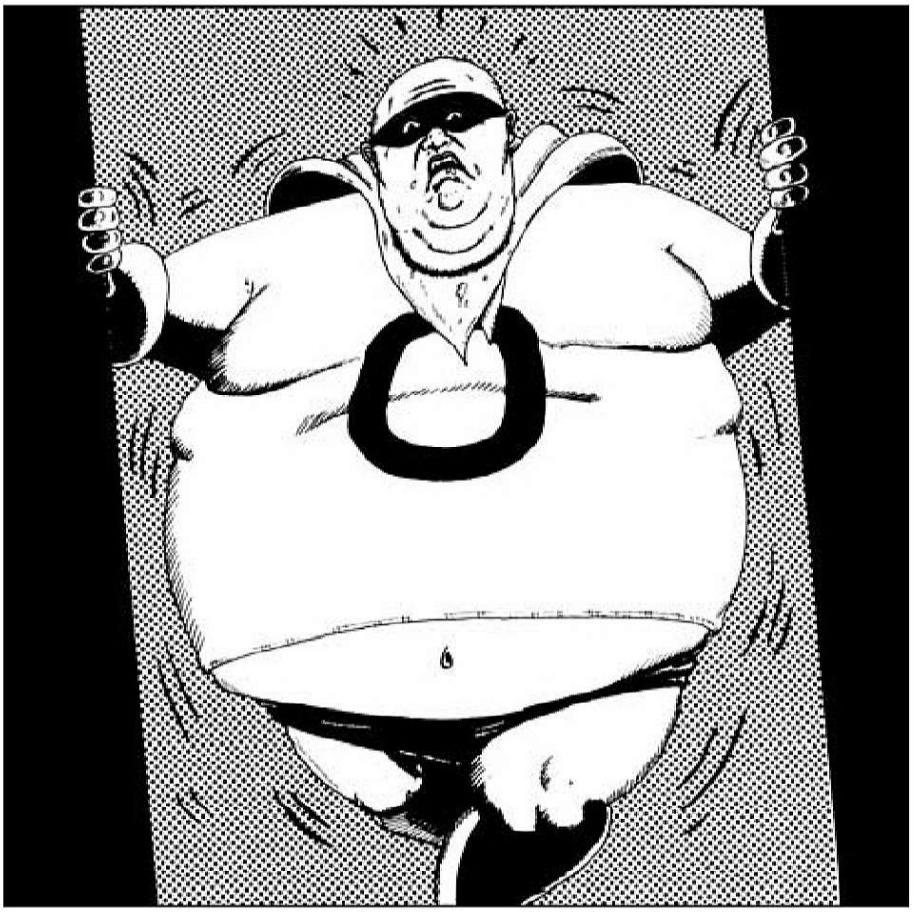
You now have a very sore head – lose 3 STAMINA points. Now turn to **147**.

176

Before you leave, you help the staff put out the fires. Now you can continue with your shopping, by going to Smartins the newsagents (at **78**) or Comas Thook (at **9**).

177

You grab the man by the arm and spin him round – to come face to face with a set of razor-sharp steel teeth. It's Jaws, the man with the metal mouth! Before you can recover he lunges for your neck. *Test Your Luck*. If you are *Lucky*, turn to **5**; if not, go to **10**.



178

You wake up to find yourself strapped to a chair in a very dark room! Suddenly the lights flick on, blinding you for a moment. How did you get here?

Hit by a brick – turn to **175**.
Punched out – turn to **75**.
Hit from behind – turn to **45**.
Drugged – turn to **199**.
Shot with a tranquiliser dart – turn to **143**.

179

You nip across the road to apprehend the stunned robber. After returning the money to the bank and dropping the robber off at Police HQ you head for home. Oh, give yourself 2 Hero Points before you go, then turn to **13**.

180

You take the escalator up to the Book & Games Department. Glancing around you see more of those strange *Fighting Fantasy* 'gamebook' things. You pick up one called *Appointment With F.E.A.R.* and idly flick through it, wondering what it's about.

'*That's a good 'un!*' says a familiar voice. Slowly you turn around, to come face to face with Gerry the Grass. Of course, he doesn't recognise you out of your uniform; quickly you stride away. Where will you go now?

The clothes department – turn to **195**.
The electrical department – turn to **190**.

181

Back at your apartment you have a well-earned rest, and may recover up to 6 STAMINA points. Your rest is interrupted by a call asking you to go to the T.C.T.R.D. – the Titan City Technology Research Department.

Hastily flinging on your costume you tear over there – only to find that there isn't any disaster or catastrophe – they simply want *you*. They've developed a new weapon, which they'd like you to test for them – 'in the field', as it were. It's called an energy drainer. When you press the button on it, it will suck electrical energy out of the nearest power source.

You thank the scientists and carefully secure it to your belt, wondering if you'll

get the opportunity to use it. A call comes over your crimewatch to get over to Laural's Rollerama at the double, so you say your good-byes and dash out into the street. Turn to **164**.

182

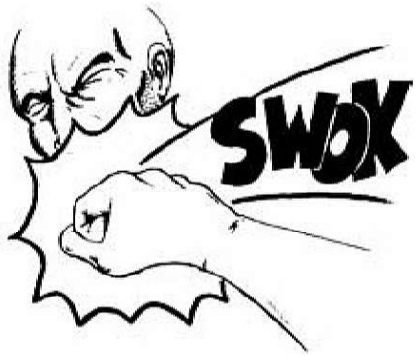
Unfortunately you have nothing that could possibly help the situation. You might as well leave by going to **196**.

183

Elastic Eddie, the rubbery robber, is said to be hiding-out in the Dough-Play factory. And the Fly, notorious insect infiltrator, is none other than Richard Gears, international film-star. If you come across Gears you may deduct 50 from your reference to apprehend this villain.

184

You warn Cyanide Cecil that unless he puts down the vial you will blast him into a million pieces! You prepare yourself for an Energy Bolt, but after a few seconds deliberation he puts the vial down and makes a run for it! Oh well, you'd better blast him! If you hit him go to **51**; if you miss go to **159**.



185

You try desperately to hit the thief, but your aim is obviously off today. The man has now escaped, and to add to your problems all the rubbish has spilled out all over the sidewalk. The rapidly increasing crowd of onlookers starts making very pointed comments about litter louts and silly people in capes, so you make a hasty exit. Turn to **39**.

186

You arrive at McWimpy's and order a Big Kak and a MilkQuake to eat in. Your food arrives and you munch away quite happily, lost in your thoughts, until you are distracted by the startled cries of other eaters. Mr Obesity, the largest and possibly the most dangerous of all Titan City villains has just walked, or rather rolled in. Have you got *Superstrength*? If so, go to **43**; if not, turn to **152** instead.

187

Will you risk reaching down into the drain? If you will, turn to **76**; if you won't, turn to **21**.

188

As you race up to the fish factory your crimewatch gives out a bleep, and now reads *'False Alarm – Sorry!!'* Growling to yourself you turn around and head off in the direction of the rubber factory instead. Before you have gone very far, though, you meet a group of very good-looking young ladies in skimpy clothes who each want to kiss a real-life superhero. You comply, noticing that each wears a T-shirt bearing the legend 'Norris Watts Kiss-o-gram Services. Ring Titan City 444400!' Wiping the lipstick off your face, you proceed to the rubber factory (turn to **172**), unless you know somewhere else to go.

189

Your energy bolt sends the Cuttlefish sprawling. Before your amazed eyes the slimy thing changes back into his real self – Peter Salmon, the fishmonger! Turn to **18**.

190

The Electrical Department is busy today, with people buying the latest hi-fis and other gadgets. All looks peaceful, but as you stroll into the computer section you see a man quite brazenly stuff one into his jacket! What will you do?

Change into the Silver Crusader and capture the thief – turn to **47**.

Apprehend the man as you are – turn to **177**.

191

You drop Cyanide Cecil off at Police HQ. You may have 3 Hero Points for capturing him, before you go to **196**.

192

You see a wallet lying in the middle of the pavement, obviously lost by some poor citizen. You bend down, intent on picking it up and handing it in at Police HQ. However, as you bend down you feel something sting your leg. Your vision becomes blurred, and you realise you've been shot with a tranquiliser dart. The ground spins up to meet you . . . Turn to **178**.

193

Finally you admit defeat – no matter how you try you just can't work out how this thing works. You slump back in your chair, knowing it is too late. The bomb explodes, and Titan City is lost . . .

194

You burst your bonds, and leap across to the bomb. Roll two dice. If the result is less than or equal to your SKILL score, turn to **119**; if not, turn to **77**.

195

The Clothing Department is quite busy, with many shoppers milling around the racks. Suddenly, though, someone screams *'Fire!!'* and everyone stops dead and looks round. Sure enough, some clothes in a corner are blazing away, as people start rushing for the exits. Then you notice the villainous Firefly running around touching clothes; everything he comes in

contact with immediately bursts into flames! What will you do?

Find the nearest changing room and become the Silver Crusader – turn to **139**.

Try to organise the hysterical crowd before the fire gets out of hand – turn to **62**.

196

Where do you want to go now?

Home for a rest – turn to **181**.

The local swimming pool for a relaxing twenty lengths – turn to **71**.

197

You begin to grapple with the superhumanly strong Dynamo, when without warning he gives off a devastating electric shock! You are thrown back against the wall, and must lose 4 STAMINA points. You slowly pick yourself up, shake your head to try and remove the jangling bells, and leap to the attack!

THE DYNAMO SKILL 12 STAMINA 20

Every time he wins an attack, he will also shock you for an extra 2 STAMINA points. If you beat him, go to **200**.

198

You pull out a miniaturised loudspeaker, and through it command the thief to stop. But to your dismay he just keeps on running, disappearing down an alleyway. By the time you have dodged the cars and crossed the road the man has escaped. Head for home by going to **13**.

199

You feel dizzy after being drugged, and must lose 2 SKILL points until you next rest at home. Now turn to **147**.

200

You quickly tie up the Dynamo and call the police. He won't cause any more trouble – the city has been saved again! Award yourself 10 Hero Points and give yourself three cheers!!

After handing the cowering criminal to the police you head off for the military base, and tell them of the Dynamo's attempts to break into their computer network, before heading for home and a nice long rest! You get back to your apartment, close and lock the door, and slump on the sofa with a long, very alcoholic drink, hoping that Titan City can do without you for a few days. Suddenly you hear a familiar bleeping sound, coming from your wrist . . .